Wayne A. Rowcliffe

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Skills

- Making problems go away.
- Converting customer requests into functional features.
- Troubleshooting customer issues.
- System architecture and design.
- Feature development and refinement.
- Performance optimization.
- Integrating third party data.
- Assessing tradeoffs to create something useful within budget.
- Addressing workflow bottlenecks and painpoints.

Technical

- Primary Languages: Python · SQL (PostgreSQL) · C++ · Typescript · SASS / CSS
- Version Control: Git with Pull Requests
- Development methods: Kanban · Agile (Sprints / Retrospectives) · Continuous Integration (Jenkins)
- Deployment: Docker · Kubernetes · AWS

Work History

Priority 5 (2012–Present)
Software Engineer

- A miniscule team building situational awareness software for government agencies.
- Client / Server application for geospatial event planning, triage, and response
- Critical Infrastructure simulation system

Interesting Work Projects

- Created a query language for building information dashboards from system data.
- Built a system to relay updates from a REST server to a web app via Websockets.
- Designed and built a tool for finding hidden patterns in user data.
- Implemented a REST caching layer to improve query performance.
- Built a client library for pulling in ArcGIS feature data.

Education

Iowa State University Ames, IA, U.S.A. • Bachelor of Science: Software Engineering, 2011
Cumulative GPA: 3.98/4.00

Honors and Awards

- Graduated Summa Cum Laude / Top 2% of the Engineering College